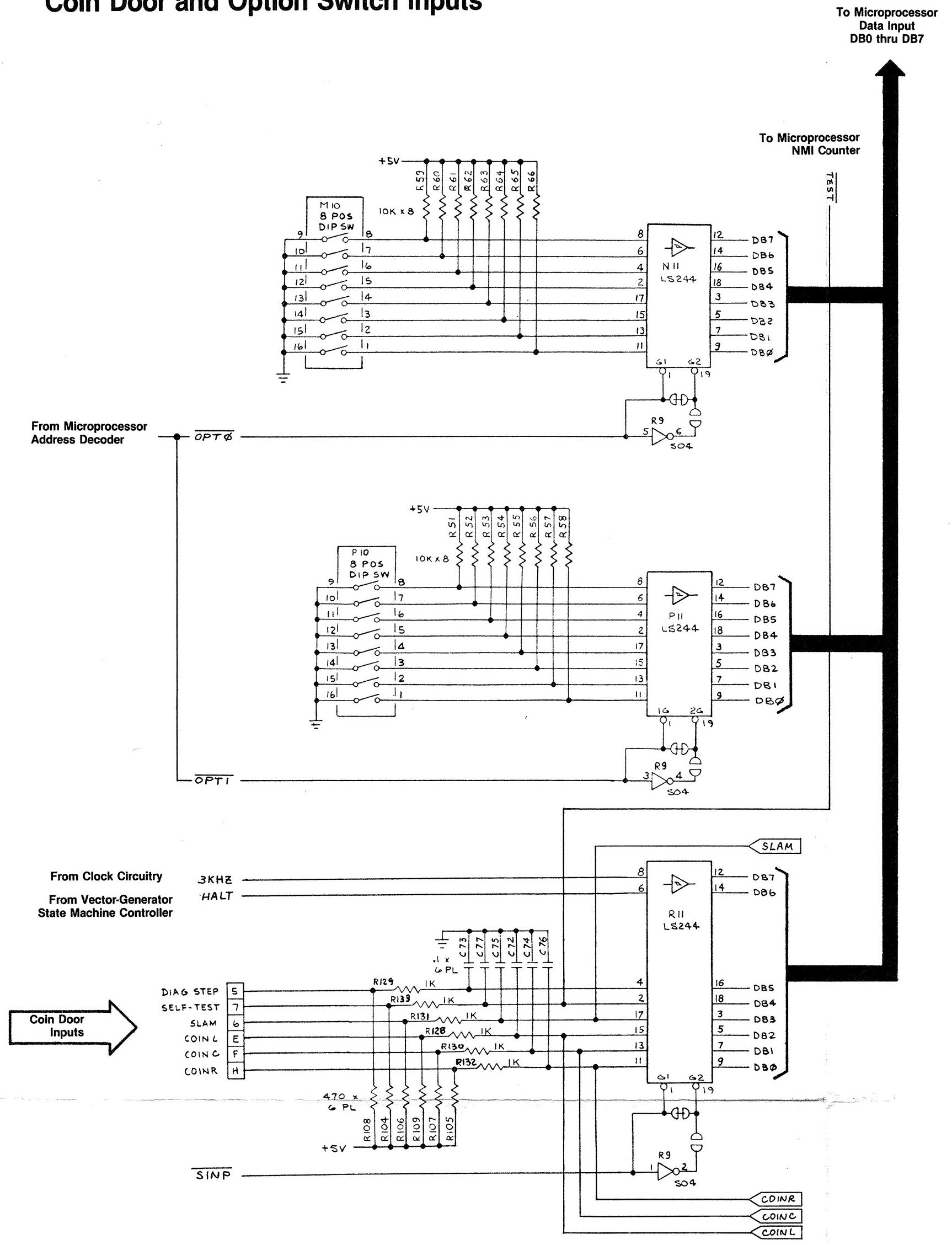


Coin Door and Option Switch Inputs

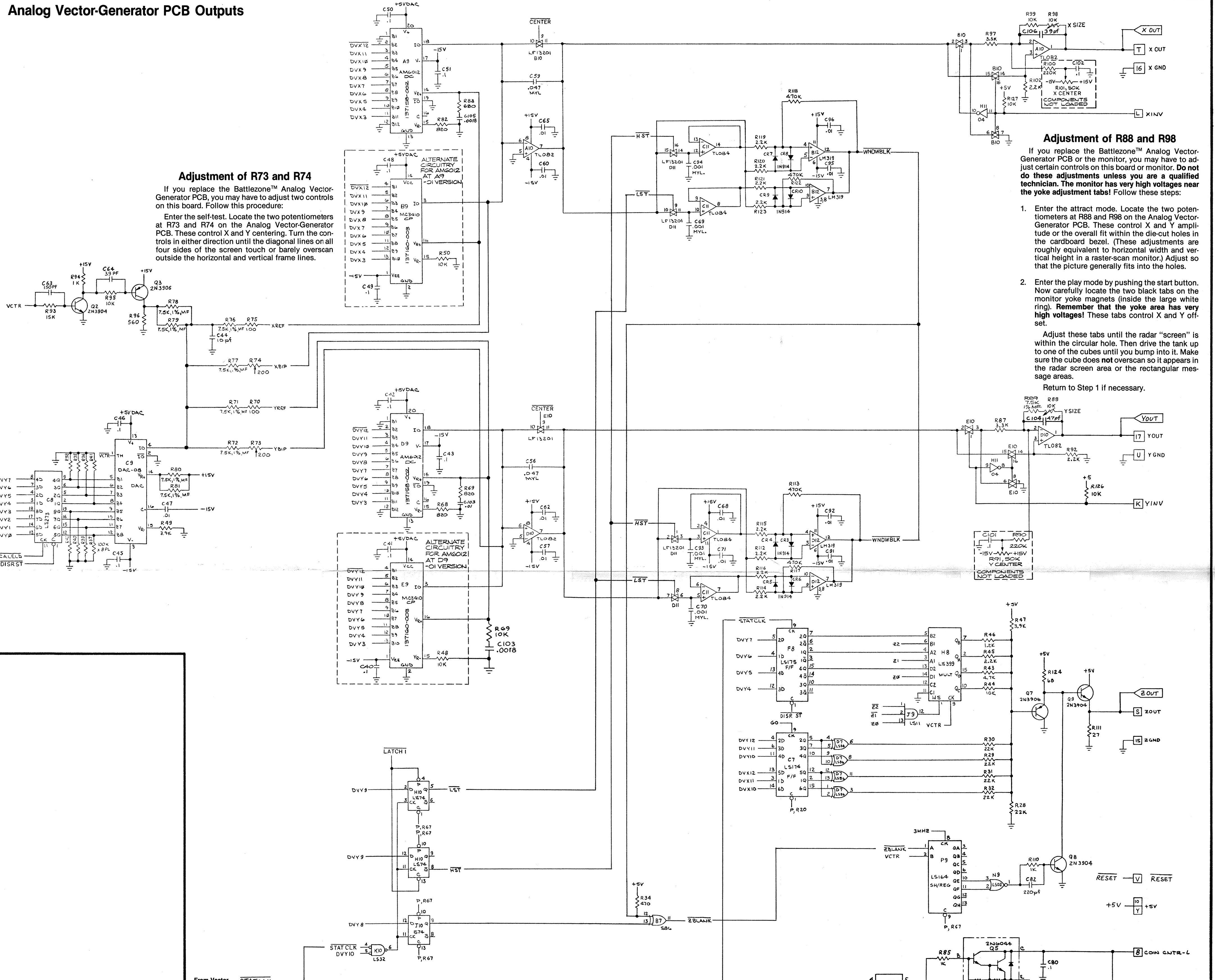


Analog Vector-Generator PCB Outputs

Adjustment of R73 and R74

If you replace the Battlezone™ Analog Vector Generator PCB, you may have to adjust two controls on this board. Follow this procedure:

Enter the self-test. Locate the two potentiometers at R73 and R74 on the Analog Vector-Generator PCB. These control X and Y centering. Turn the controls in either direction until the diagonal lines on all four sides of the screen touch or barely overscale outside the horizontal and vertical frame lines.



Adjustment of R88 and R98

If you replace the Battlezone™ Analog Vector-
operator PCB or the monitor, you may have to ad-
-just certain controls on this board or monitor. **Do not**
make these adjustments unless you are a qualified
technician. The monitor has very high voltages near
the adjustment tabs! Follow these steps:

- Enter the attract mode. Locate the two potentiometers at R88 and R98 on the Analog Vector-Generator PCB. These control X and Y amplitude or the overall fit within the die-cut holes in the cardboard bezel. (These adjustments are roughly equivalent to horizontal width and vertical height in a raster-scan monitor.) Adjust so that the picture generally fits into the holes.

Enter the play mode by pushing the start button. Now carefully locate the two black tabs on the monitor yoke magnets (inside the large white ring). Remember that the yoke area has very high voltages! These tabs control X and Y offset.

Adjust these tabs until the picture "comes in".

Adjust these tabs until the radar "screen" is within the circular hole. Then drive the tank up to one of the cubes until you bump into it. Make sure the cube does **not** overscan so it appears in the radar screen area or the rectangular message areas.

Return to Step 1 if necessary.



Sheet 2, Side B

BATTLEZONE™

CABARET

Analog Vector-Generator PCB

Switch Inputs

Analog Vector-Generator PCB

Video Output

Analog Vector-Generator PCB

Coin Counter Output

Section of 035742-01 & -02 B

NOTE

- Indicates edge connector
- Indicates interconnect connector
-  Indicates test point